NFL QB CLUB 2002

XGIII

EXTREME G RACING

INSTRUCTION BOOKLET

AKlaim

NINTENDO
GAMECUBE

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button   R Button

Control Stick   C Stick

1-4 Player Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

CONTENTS

LOADING

1. Make sure the **POWER** is **OFF** on your Nintendo GameCube™.
2. Insert your **Extreme-G™ 3** Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert Nintendo GameCube™ Controller into Controller Socket 1.

Note: Extreme-G™ 3 is for 1 to 4 players. Each player should insert a controller into the proper controller socket at this time.

4. If you wish to save a game, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A.
5. Press the **POWER Button ON** (important: make sure not to touch the Control Stick while doing so).

STARTING UP

L Button

R Button

Z Button

Y Button

Control Stick

X Button

A Button

B Button

START / PAUSE

+ Control Pad

C Stick

INTRODUCTION

Welcome to the Extreme-G Racing League. Founded at the end of the 22nd century, the League prides itself in presenting the ultimate racing challenge for today's sports fan.
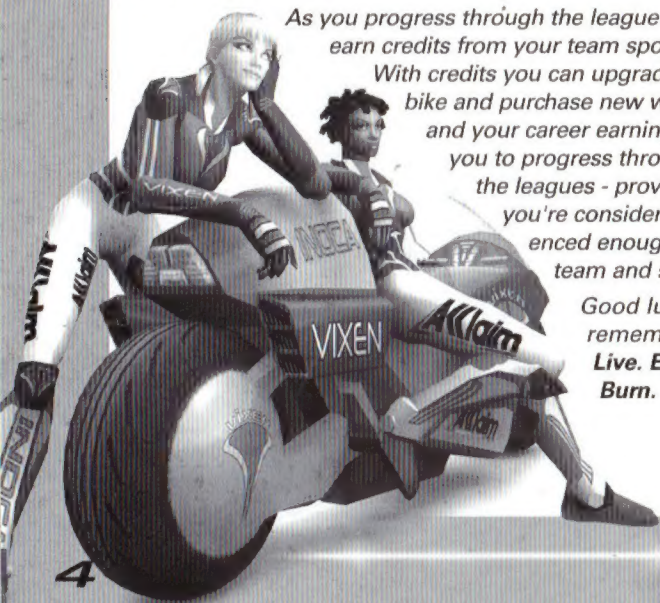
From the sprawling skyscrapers of Atradaitoshi, through the sunset-soaked Muon Harbor, to the water-rich planes of Verdegrand, the Extreme-G Racing League has created a racing experience that combines incredible beauty with 23rd century engineering expertise.

The League itself is divided into a number of events. League Challenge tests riders to the limit as they compete to win four Tournaments in each of the four speed classes. Time Trial sees riders compete against the clock to break the world record for each track – sponsors pay highly for record breakers, so race hard and be the best. Riders contracted to a qualified XG Team are given free entry to the practice races. Use this opportunity to learn the tracks and master your art.

The League has granted six teams the right to race. Eager for a fresh challenge this season, many are recruiting new riders. Once recruited, remember your team colors and stand by your teammate – they might assist you when you need help the most.

As you progress through the league you'll earn credits from your team sponsors. With credits you can upgrade your bike and purchase new weapons, and your career earnings allow you to progress through the leagues - provided you're considered experienced enough by your team and sponsors.

Good luck and remember:
Live. Earn. Burn.

MAIN MENU

- XG Career
- XG Team Career
- Load Data
- Versus Game
- Options

CONTROLS

LEFT AIR BRAKE

RIGHT AIR BRAKE

CLOCKWISE WEAPON CYCLE

DIRECTIONAL CONTROL

FIRE WEAPON

REVERSE VIEW

THRUST/ PRIMARY BUTTON

CLOCKWISE/ ANTI CLOCKWISE WEAPON CYCLE

PAUSE

CAMERA CONTROL

BOOST/ NEGATIVE BUTTON
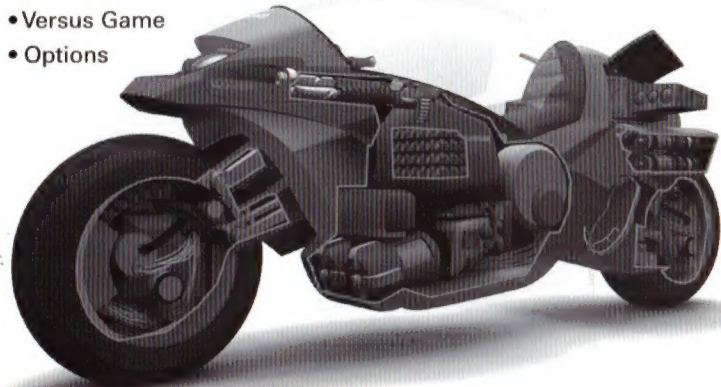
Note: All controls can be reconfigured under OPTIONS.

GETTING STARTED
GAME DISPLAY

RACE POSITION

LAP TIME

BEST LAP

TIME LIMIT

STORM

CURRENT WEAPON

AMMO

LAP COUNTER

SPEED

SHIELD

THRUST

PURSUING BIKE
(fades over distance)
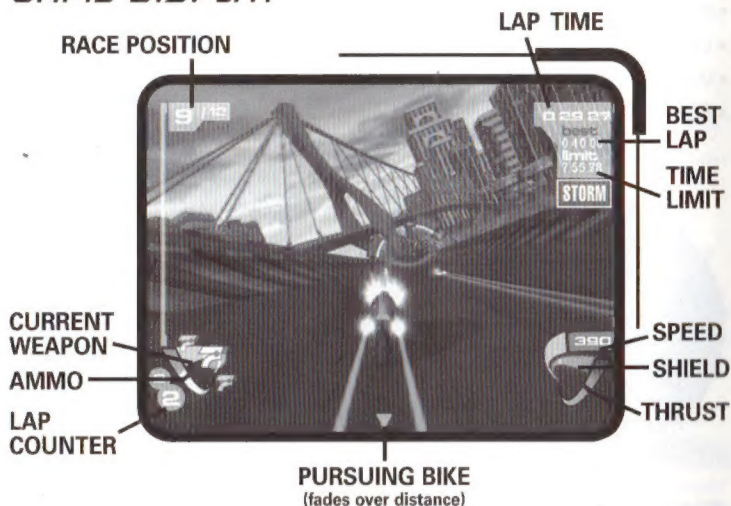
GAME TYPES

XG Career
It's a new season on the XG racing league and teams are looking for new recruits. Choose a team and become the new XG legend!

XG Team Career
If playing with a friend, both of you can join the same team and form a great partnership.

Versus Game
Play for fun against a friend, using a new character or with a career-created character loaded from a memory card.

Load Data
Load a race campaign from your Nintendo GameCube™ Memory Card.

XG CAREER OPTIONS

Welcome to a new career in the Extreme-G Racing leagues. There are four speed classes, 250G, 500G, 750G and 1000G. Each class contains a number of leagues. Entry to the first speed class and league is free, but to progress you will need to accumulate credits (your career earnings) through successfully competing in the races.
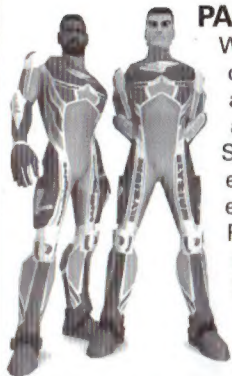
Use the credits you earn to buy upgrades for your bike in the XG Mall. Upgrade shields and ammunition storage, or choose from an arsenal of weapons designed to make your racing more competitive.

Good luck!

TEAM SELECT
Once you select a game mode, it's time to chose which team you will race for. Each team has two riders.

PALUS

Welcome to Palus. It has been over 20 years since Palus's visionary, Gabriel Artimus, conceived and designed the Graviton Drive. Since that day, many have imitated but none have surpassed the elegance and fluidity achieved by Palus's manufacturing. Our technology can be found in most household products, from the early Sentivacuum cleaning models through to the luxurious Graviton 8000 ground cruiser.

Palus is proud to be a sponsor and participant in the Extreme-G Racing Tournaments.

Palus: let the mind improve the soul.

PHASE ONE

"What drives a man to risk everything in search of glory?" This was the question posed to Phase One's team manager ten years ago by the head of Lunar Industries. Lunar was looking to raise their corporate profile, at any cost. As a result, Phase One graduated from the lower racing leagues to the premier level of racing – Extreme-G. We pride ourselves in being the most prominent, exciting and controversial racing team on the circuit. We risk everything in search of glory.

Phase One is a subsidiary of Lunar Industries.

TERRANOVA

Speed. Glamour. Excitement. These three words encapsulate Extreme-G racing. And these three words describe perfectly the ethos here at TerraNova. We deliver the racing experience that everyone adores – high production values, mass media coverage, incredible exhilaration. These are the things that make TerraNova the number one choice for racing fans. Be a part of that team – live the dream.

TALON

Privately funded by three high-profile CEOs, Talon is, and will always be, the most profitable racing group on the Extreme-G circuit (XG financial report, 2230). We have no boundaries when it comes to victory. We have no boundaries when it comes to design. We have no boundaries when it comes to engineering. We will use the best drivers and we will push the rules to their limit. We require nothing but complete dedication from our workforce. This is why we win.

Talon: there are no boundaries.

VIXEN

Formed in 2218, Vixen is proud to be the only XG team fully staffed by women.

Psychological tests have proven the female mind to be not only more capable of digesting information than the male, but also a small percentage faster. As such, we believe our drivers have an edge over the competition. Elegant and sophisticated is our motto – join the team that has evolved.

Vixen is an equal opportunity employer.

STARCOM

Thank you for showing an interest in Starcom. A privately funded team, Starcom shies from the hype and publicity surrounding the Extreme-G Racing League. Nevertheless, in the interests of the group we are seeking new talent to join our world class racing team. We seek only experienced drivers looking for a new adventure. With Starcom, you will see the world like you've never seen it before.

Character/Bike Select

Each character has a particular racing style, and a bike which tends to match his or her attributes. Choose a rider.
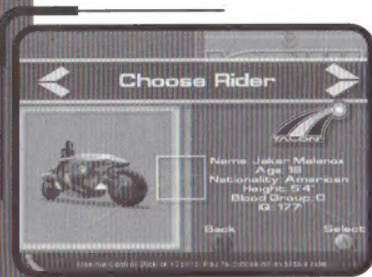
Confirm selection

Confirm you are happy with your game selection.

Player and team status

Once you have chosen your rider and team, you are on your way to becoming an Extreme-G racing star.

This screen will inform you of your progress through the XG League. Your rider, team and cash status will be displayed, as well as the cups you've won and your current speed class and weapons status.

GAME MODES

The XG League of the 23rd century operates under an open racing scheme. In order to enter the various leagues you will need to increase your career earnings through successful competition in each of the events. The first league is a free entry, but failure to succeed will prevent you from progressing. As you continue through the leagues you will be able to buy bigger engines for your bike, and work your way up through the speed classes.

League

The League Challenge mode enables you to gain experience and credits to ultimately improve your bike and unlock new tracks. Choose an available cup and an available track and race to win.

Arcade

Riders contracted to a qualified XG Team are given free entry to the practice races. Use this opportunity to learn the tracks and master your art.

Save Data

Select this to save your league progress.

Options

Customize the game settings to suit your needs.

Time Trial

Sponsors pay highly for record-breaking riders. If you can beat the lap record in any available track you'll earn big bonuses to boost your career earnings.

XG Mall

Visit the mall to upgrade your bike's systems, weapons and performance. Certain engines will only be available once you succeed in the leagues.

Exit

Quit your career.

LEAGUES

Lithium League

1) Muon Harbor: Welcome to the twin cities of Muon. Although one of the first XG tracks to be constructed, it remains the most popular with XG initiates due to its elegant oval design conducive to extreme speeds. The early evening race offers a beautiful vista across the harbor.

2) Verdegrand: Starting from the Verdegrand suspension bridge, the circuit provides spectacular racing between the wind turbines and through the valley wall. Although relatively gentle, Verdegrand has hosted some of the most compelling XG races in recent years.

3) Crystalaria: The disused research station of Crystalaria provided a perfect base to the XG architects in 2202 when they began construction of this, the most remote of the XG circuits. The track cuts gently through the ice caverns, and across the glacier plains with track routes and splits close to the mountain edge.

Rubidium League

4) Atradaitoshi: Constructed high above the city streets and between the city's skyscrapers, the circuit has breathtaking drops and jumps that push the most skilled riders to the max. Busy city traffic continues despite the extreme racing taking place among the clouds.

5) Siris Canyon: At 15km, Siris hosts the longest of the XG races and arguably one of the most breathtaking. Rising from the depths of the canyon floor, the track climbs up over 200 metres through a 360 degree vertical loop, before cutting back into the valley and between the canyon walls.

6) Oceania: 2138 saw the construction of Earth's first ocean based city: Oceania. And where better to host an XG race with its jaw dropping loops and twists, and gut-wrenching plummet deep into the ocean. The central tower offers XG race fans amazing views of the circuit as the bikes reach their supersonic speeds.

Caesium League

7) Tundaria: The military base and tracking station of Tundaria provides the setting of the opening race of the Caesium League. Its coastal location hosts a complex circuit that twists between rock faces and rises high above the hills before diving under the sea and into the Tundarian bay.

8) Megalopis 7: The Earth's largest city, Megalopis 7, hosts the most technical racing circuit. Snaking between the buildings and structures, and deep towards the city streets, the circuit gives one of the most challenging race experiences and is amongst the greatest entertainment for XG race fans.

9) Pasiphae 6: The number 6 dam on the river Pasiphae provides one of the most complex yet peaceful settings of XG racing. Running adjacent to the dam wall the circuit plunges towards the river before sweeping through the trees of the nearby forest. Although the location is remote - the setting has proven popular with XG race fans through their regular attendance at the event.

Francium League

10) Pion 6: This desert circuit is reserved only for entrants into the faster speed classes. The Egyptian pyramids and desert temples play host to this, the only race of the Francium League. The challenge is intense with a double spiral bend and inter-twining track split across the sand dunes, starting from within the Pion temple.

WEAPONS

In XG3, you can purchase weapons between races, spending the money you earned in the competition. These purchased weapons will remain in your arsenal for all subsequent races (unless sold); by the final cup you should have many weapons at your disposal.

Ammunition for each of the weapons is collected on track-drive through the special ammunition recharge pit-lanes to replenish your energy banks. The stored energy is converted into matter as you use each weapon, saving the need to store bulky projectiles.

All weapons in XG3 use the same energy supply irrespective of the weapon type - however each weapon has a separate cost, with the larger weapons using more energy per blast.

You can cycle through your weapons by pressing the **Z Button**.

MINI-GUN
Garvel-Lyon MA-680

Rapid-fire projectile weapon; capable of firing up to 5,000 rounds per minute.

Built by the Garvel-Lyon Corporation of Mars, Alpha Centauri and New York, this compact, three-barreled mini-gun is powered directly from the bike's on-board energy source. Ammunition generally consists of titanium tipped solid Uranium shells for maximum entry point damage.

ROCKET
Armsell type GP-97 micro-missile

Rocket propelled high explosive, detonates on impact.

Re-developed from the old GP-90 tank destroyer missile, the GP-97 has traded its destructive capabilities for much improved versatility. Its size and speed make it ideal for Extreme-G where a normal rocket would be overtaken by the super sonic bikes. Powered by a solid propellant rocket motor, this is an unguided, or 'blind-fire', missile designed to be fired in salvos from shoulder-mounted launchers.

REAR BLASTERS
Kazagi-Mjima RF72A

High-powered plasma stream thrusters, temporarily increase velocity. Also used as a short-range rear facing weapon.

Although slightly larger than the conventional engine the Rear Blasters use an improved 'Classiante' Ion filter resulting in a marked improvement in drive when activated. The Blasters received this nickname due to the alarming increase in the use of the system as a rearward weapon. In full burn, with the cowling open the afterburner cone extends far enough back to cause heat damage to bikes following directly behind.
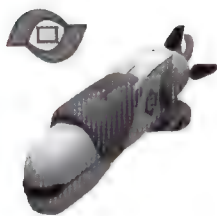
E.M.P.

Sorenson series MM-834

Weapon-disabling pulse rifle; temporarily disrupts all weapons systems on targeted bike.

The Pulse rifle utilizes the latest in on-board energy suspension technology.

Drawing a relatively low charge from the bike's battery, a dynamo flywheel is rotated at high speed, charging a single cell with enough power to deliver one shot from the Electro Pulse. The process can then be repeated.

The rifle itself, once prepped to fire, lays down a tightly focused electromagnetic lattice forward of the emitter cowling, allowing the pulse to be effectively aimed. This replaces the old generic field pulse that could easily have affected teammates as well as opponents.

The Electro Pulse takes several seconds to recharge between shots.

HEAT SEEKERS

Kulatii BBTMS 'SunStrike'

Rocket propelled guided explosive, detonates on impact.

The SunStrike heat-seeking missile is less powerful than the GP-97 standard rocket, but has the ability to follow its target, overcoming the need for careful aiming. At launch the missile is 'cold-fired' by a compressed gas system, ignited a moment later at a safe distance from the bike. As the solid fuel rocket motor ignites, the steering fins on the missile deploy. The fins allow for swift and tight maneuvering as the missile tracks the targets emission signature.

MICRO MINES

PROBELLAN MILITARY SYSTEMS (Venus)

Short fuse proximity mines; detonate when hit by other bikes.

An extension of the old type-9A, the new Type-22 'Bouncing Benny' is now widely being used by XG riders throughout the league.

Stowed flat, in a stack, the mines are deployed from a hopper at the rear of the bike.

Upon launching, the arms on either side of the main body of the mine unfold, from which a ridge of sensors extend - forming a dispersed sphere.

The mines are allowed to bounce and roll, detonating upon contact with an opponent bike, or after a limited time period.

LEECH

Mazaki/Suzayama 'Leech' System

Energy draining homing missile; drains from enemy bikes to boost your energy levels.

Initially designed as a remote refueling system, the leech was soon adopted by XG riders as an energy drain to be used against the opposition. Fired as a single, guided unit, the Leech is linked to the bike's computer and sensor suite. Target lock and tracking data is passed to the Leech's on-board guidance system prior to launch.

The Leech adopts a two-stage deployment system. The rocket section, powered by a 'Vienne' micro-fusion motor, propels and guides itself towards the target. Once within a pre-calculated distance, the rocket section falls away as a sabot jacket and the actual 'Leech' system itself is left to accelerate towards the target.

Once locked, magnetic clamps deploy to secure the device and the gyro-electric feeder system initiates.

Energy is drained from the victim and received by an 'energy scoop' on the firer's bike.

DESTABILIZER
Sorenson series MM-378

Deflection field generator; disables handling systems of all enemy bikes within field area.

First used in the late 22nd century as a deflection shielding system on aircraft to reduce collisions in the overcrowded skies. The MM-378 is far more compact than the original, designed specifically for Extreme-G Racing, producing a smaller but more ferocious disruption field. Once activated the MM-378 generates a low frequency electro-magnetic field around the user bike that oscillates erratically producing conflicting spatial information and disrupting the gyrostabilizers of opponents.

FLASH MORTAR
Ryland GPFM-989B

Quick burst extreme light emitting flare; blinds all riders who see it for a few seconds.

Blind-fired from the bike, the Flash Mortar reaches optimum height before deploying a series of twelve, coaxially mounted submunitions that detonate at a preset distance from the parent munition. This causes a 'flash-cloud' of thorium-magnesium flares that cause mass visual distortion.

REAR TURRET
Rear facing rapid-fire projectile weapon; capable of firing up to 1,000 rounds per minute.

With its own onboard tracking system, the rear turret is an articulated, twin-barreled chain gun system. The rounds are 7.62 concave tipped, solid titanium projectiles intermixed with tracer rounds for visual acquisition. The self aim functionality allows riders to remain focused on their racing, avoiding unnecessary distraction.

RAIL GUN
Kraft and Wentner model-57 heavy assault system.

High-powered thermal blaster; causes terrific damage to all in its path.

A devastating weapon designed to penetrate even the toughest armor. First used in Extreme-G by the TerraNova team in 2227, the XGA were rendered powerless to take disciplinary action due to the public adulation of such a weapon. Following the first Rail Gun related fatality in early 2228 the XGA forced the teams to adopt the less powerful model-57 in place of the mighty 63 series.

The rail gun takes a moment to charge up, accelerating an electrodynamic flywheel, to generate a high frequency laser that is fired from the gun barrel to superheat the air in the projectile's path. Simultaneously, the 5mm solid xenon core in the round chamber is superheated to white-hot plasma. The solid xenon round is contained in a shell of silicon carbide infused alloy, which rapidly vaporizes on firing, releasing the superheated Xenon plasma. The plasma has little time to dissipate before it hits its target, causing maximum devastation.

UPGRADES

Devices can also be purchased in the XG Mall. These improve your performance increasing your chances of victory. But remember – whatever you can buy, your opponents can buy, too.

SHIELD BOOST

Increase shield strength.

Working in tandem with the shield generators, this is an aggressive gravity pulse generator, capable of backing up the existing shield with a secondary layer in the 40-megawatt range.

AMMO BANK

Increased ammunition storage capacity.

Enabling extra storage space for onboard-ammunition this device is constructed from two parallel, double-stacked, corkscrew drums that alternately feed in to an overhead hopper ready for use by the assigned weapon. The dual feed system means that both drums empty at a consistent rate thus maintaining the balance.

SHIELD SCOOP

Improved shield recovery system for greater repair rate when in pit lane.

As shields are powered by a power cell separated from the bike's main power unit they can be severely drained in the course of a race, particularly if under heavy assault. As shields are formed from a gravity repulsion field, any damage sustained causes a massive drain on the power source and a shorting out across the surface, causing minor wear to the bike's projector plate arrays.

The power cell can be recharged on the fly using the Shield Scoop – a remote energy-gathering device that works in tandem with a shield energy transmitter in the pits to gather energy and recharge the shield cell.

WEAPON SCOOP

Improved ammo collection system for faster ammunition acquisition at power-up points.

A device that operates similarly to the Shield Scoop, this draws in energy that can recharge weapons on the bike. First invented in 2176, the energy-to-matter converters equipped on all Powerbikes enable weaponry to be sourced by one supply. As weapons are fired this supply eventually becomes exhausted, preventing any further aggressive action. The Weapon Scoop is an additional means of ammunition energy collection used by riders considered "trigger-happy".

While expensive to buy, the benefits offered by increased ammunition restoration have often meant the difference between victory and failure.

OPTIONS

Customize your game to suit your needs.
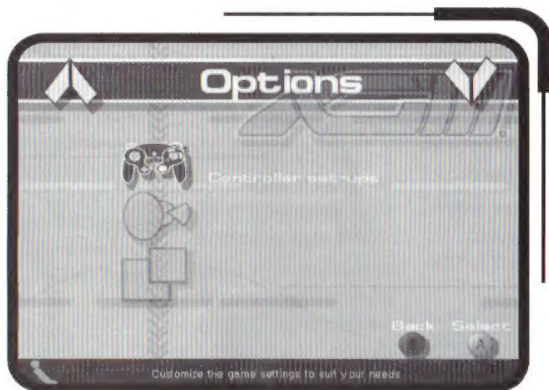
Controller Set-ups

Set the rumble setting for each of the controllers, and redefine the buttons.

Audio Options

Adjust the volume levels of the music and sound effects, and choose between Dolby® Surround and stereo sound.

Credits

See a list of the fine people who made this game possible.

HINTS & TIPS

- Using the turbo is a great way to catch up to the players ahead, but keep an eye on your shield energy so you don't become vulnerable to attack.
- Try feathering the turbo so that it maintains a higher speed while draining less energy.
- Make good use of the energy recharge lanes - green for shields, purple for ammunition.
- Experiment with the revs at the start of the race - it may help get you moving.
- Use the left analog stick to push the bike forward downhill, or pull backwards uphill to increase your rear wheel grip.

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